

D:/Library/Documents
/Job/Forschungsmaster
/Projekte/EyeCandy3D/EyeCandy3
D/include/EC3D/GUI/GUIModel.h

```
graph TD; A[D:/Library/Documents<br/>/Job/Forschungsmaster<br/>/Projekte/EyeCandy3D/EyeCandy3<br/>D/include/EC3D/GUI/GUIModel.h] --> B[vector]; A --> C[string];
```

vector

string